Key: IEEE JNL = IEEE Journal or Magazine,   IEE JNL = IEE Journal or Magazine,   IEEE CNF = IEEE Conference,   IEE
CNF = IEE Conference,   IEEE STD = IEEE Standard

1.   **Using QDL to specify QoS aware distributed (QuO) application configuration**
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Jain, P.K.; Espinoza, J.R.; Dewan, S.B.;
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Praveen Bhaniramka; Robert, P.C.D.; Eilemann, S.;
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JA Morle, SA Ltd - scaleabilities.com
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configuration was used as the ... **Redo** Placement Completion time % Time spent in ...
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Recovery Oriented Computing-Operator Failures-
C Fetzer, TU Dresden - wwwse.inf.tu-dresden.de
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changes ... email server; effects of virus are squashed on **redo** ...

... Approach to Dependable Services: Repairing Past Errors with System-wide Undo by Aaron Baeten Brown ...
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1 Fast-Start: quick fault recovery in oracle ◼

Tirthankar Lahiri, Amit Ganesh, Ron Weiss, Ashok Joshi
May 2001 **ACM SIGMOD Record , Proceedings of the 2001 ACM SIGMOD international conference on Management of data SIGMOD '01**, Volume 30 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(78.85 KB) Additional Information: full citation, abstract, references, citings, index terms

> Availability requirements for database systems are more stringent than ever before with the widespread use of databases as the foundation for ebusiness. This paper highlights *Fast-Start™ Fault Recovery*, an important availability feature in Oracle, designed to expedite recovery from unplanned outages. Fast-Start allows the administrator to configure a running system to impose predictable bounds on the time required for crash recovery. For instance, fast-start allows fine-gr ...

2 Extended ephemeral logging: log storage management for applications with long lived transactions ◼

John S. Keen, William J. Dally
March 1997 **ACM Transactions on Database Systems (TODS)**, Volume 22 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(566.34 KB) Additional Information: full citation, references, index terms, review

> **Keywords**: OLTP, disk management, logging, long transactions

3 Synchronization and recovery in a client-server storage system ◼

E. Panagos, A. Biliris
August 1997 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 6 Issue 3
Publisher: Springer-Verlag New York, Inc.
Full text available: 📄 pdf(205.25 KB) Additional Information: full citation, abstract, citings, index terms

> Client-server object-oriented database management systems differ significantly from traditional centralized systems in terms of their architecture and the applications they target. In this paper, we present the client-server architecture of the EOS storage manager and we describe the concurrency control and recovery mechanisms it employs. EOS offers a semi-optimistic locking scheme based on the multi-granularity two-version two-phase locking protocol. Under this scheme, multiple concurrent reade ...

> **Keywords**: Checkpoint, Client-server architecture, Object management, Concurrency control, Locking, Logging, Recovery, Transaction management

4 Fast cluster failover using virtual memory-mapped communication
Yuanyuan Zhou, Peter M. Chen, Kai Li
May 1999 **Proceedings of the 13th international conference on Supercomputing**
Publisher: ACM Press
Full text available: pdf(1.45 MB) Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

5 Speculative execution in a distributed file system
Edmund B. Nightingale, Peter M. Chen, Jason Flinn
October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5
Publisher: ACM Press
Full text available: pdf(305.54 KB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Speculator provides Linux kernel support for speculative execution. It allows multiple processes to share speculative state by tracking causal dependencies propagated through inter-process communication. It guarantees correct execution by preventing speculative processes from externalizing output, e.g., sending a network message or writing to the screen, until the speculations on which that output depends have proven to be correct. Speculator improves the performance of distributed file systems ...

Keywords: causality, distributed file systems, speculative execution

6 Research papers: streams: Fault-tolerance in the Borealis distributed stream processing system
Magdalena Balazinska, Hari Balakrishnan, Samuel Madden, Michael Stonebraker
June 2005 **Proceedings of the 2005 ACM SIGMOD international conference on Management of data**
Publisher: ACM Press
Full text available: pdf(612.50 KB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

We present a replication-based approach to fault-tolerant distributed stream processing in the face of node failures, network failures, and network partitions. Our approach aims to reduce the degree of inconsistency in the system while guaranteeing that available inputs capable of being processed are processed within a specified time threshold. This threshold allows a user to trade availability for consistency: a larger time threshold decreases availability but limits inconsistency, while a smal ...

7 Recovery protocols for shared memory database systems
Lory D. Molesky, Krithi Ramamritham
May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data SIGMOD '95**, Volume 24 Issue 2
Publisher: ACM Press
Full text available: pdf(1.65 MB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Significant performance advantages can be gained by implementing a database system on a cache-coherent shared memory multiprocessor. However, problems arise when failures occur. A single node (where a *node* refers to a processor/memory pair) crash may require a reboot of the entire shared memory system. Fortunately, shared memory multiprocessors that isolate individual node failures are currently being developed. Even with these, because of the side effects of the cache coherency protocol, ...

8 Recovery guarantees for Internet applications
Roger Barga, David Lomet, German Shegalov, Gerhard Weikum
August 2004 **ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 3
Publisher: ACM Press
Full text available: pdf(997.52 KB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Internet-based e-services require application developers to deal explicitly with failures of the underlying software components, for example web servers, servlets, browser sessions, and so forth. This complicates application programming, and may expose

failures to end users. This paper presents a framework for an application-independent infrastructure that provides recovery guarantees and masks almost all system failures, thus relieving the application programmer from having to deal with these f ...

Keywords: Exactly-once execution, application recovery, communication protocols, interaction contracts

9 File servers for network-based distributed systems

Liba Svobodova

December 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 4

Publisher: ACM Press

Full text available: pdf(4.23 MB)   Additional Information: full citation, references, citings, index terms, review

10 Managing update conflicts in Bayou, a weakly connected replicated storage system

D. B. Terry, M. M. Theimer, Karin Petersen, A. J. Demers, M. J. Spreitzer, C. H. Hauser

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

Publisher: ACM Press

Full text available: pdf(1.56 MB)   Additional Information: full citation, references, citings, index terms

11 Concurrent compacting garbage collection of a persistent heap

James O'Toole, Scott Nettles, David Gifford

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

Publisher: ACM Press

Full text available: pdf(1.50 MB)   Additional Information: full citation, abstract, references, citings, index terms

We describe a replicating garbage collector for a persistent heap. The garbage collector cooperates with a transaction manager to provide safe and efficient transactional storage management. Clients read and write the heap in primary memory and can commit or abort their write operations. When write operations are committed they are preserved in stable storage and survive system failures. Clients can freely access the heap during garbage collection because the collector concurrently builds a comp ...

12 Persistent memory: a storage architecture for object-oriented database systems

Satish M. Thatte

September 1986 **Proceedings on the 1986 international workshop on Object-oriented database systems**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.13 MB)   Additional Information: full citation, abstract, references, citings, index terms

Object-oriented databases are needed to support database objects with a wide variety of types and structures. A persistent memory system provides a storage architecture for long-term, reliable retention of objects with rich types and structures in the virtual memory itself. It is based on a uniform memory abstraction, which eliminates the distinction between transient objects (data structures) and persistent objects (files and databases), and therefore, allows the same set of powerful and f ...

13 Garbage collection for a client-server persistent object store

Laurent Amsaleg, Michael J. Franklin, Olivier Gruber

August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3

Publisher: ACM Press

Full text available: pdf(267.18 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

We describe an efficient server-based algorithm for garbage collecting persistent object stores in a client-server environmnet. The algorithm is incremental and runs concurrently with client transactions. Unlike previous algorithms, it does not hold any transactional locks on data and does non require callbacks to clients. It is fault-tolerant, but performs very little logging. The algorithm has been designed to be integrated into existing systems, and therefore it works with standard i ...

Keywords: client-server system, logging, persistent object-store, recovery

14 Implementing crash recovery in QuickStore: a performance study

Seth J. White, David J. DeWitt
May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data SIGMOD '95**, Volume 24 Issue 2
Publisher: ACM Press

Full text available: pdf(1.67 MB)   Additional Information: full citation, abstract, references, citings, index terms

Implementing crash recovery in an Object-Oriented Database System (OODBMS) raises several challenging issues for performance that are not present in traditional DBMSs. These performance concerns result both from significant architectural differences between OODBMSs and traditional database systems and differences in OODBMS's target applications. This paper compares the performance of several alternative approaches to implementing crash recovery in an OODBMS based on a client-server architecture. ...

15 A Survey of Techniques for Synchronization and Recovery in Decentralized Computer Systems

Walter H. Kohler
June 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 2
Publisher: ACM Press
Full text available: pdf(3.33 MB)   Additional Information: full citation, references, citings, index terms

16 Minimum cost adaptive synchronization: experiments with the ParaSol system

Edward Mascarenhas, Felipe Knop, Reuben Pasquini, Vernon Rego
October 1998 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 8 Issue 4
Publisher: ACM Press

Full text available: pdf(265.07 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present a novel adaptive synchronization algorithm, called the minimum average cost (MAC) algorithm, in the context of the parasol parallel simulation system. ParaSol is a multithreaded system for parallel simulation on shared- and distributed-memory environments, designed to support domain-specific Simulation Object Libraries. The proposed MAC algorithm is based on minimizing the cost of synchronization delay and rollback at a process, whenever its simulation driver must decide whether ...

Keywords: ParaSol, adaptive synchronization, optimal delay, optimistic synchronization, parallel and distributed simulation, stochastic simulation, thread

17 Paper session DB-1 (databases): networks and peer-to-peer: Decentralized coordination of transactional processes in peer-to-peer environments

Klaus Haller, Heiko Schuldt, Can Türker
October 2005 **Proceedings of the 14th ACM international conference on Information and knowledge management CIKM '05**
Publisher: ACM Press
Full text available: pdf(369.47 KB)   Additional Information: full citation, abstract, references, index terms

Business processes executing in peer-to-peer environments usually invoke Web services on different, independent peers. Although peer-to-peer environments inherently lack global control, some business processes nevertheless require global transactional

guarantees, i.e., atomicity and isolation applied at the level of processes. This paper introduces a new decentralized serialization graph testing protocol to ensure concurrency control and recovery in peer-to-peer environments. The uniqueness of t ...

Keywords: DSGT, decentralized coordination, global correctness, partial rollback, peer-to-peer communication, transactional processes

18 Approaches to fault-tolerant and transactional mobile agent execution---an algorithmic view

Stefan Pleisch, André Schiper

September 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 3

Publisher: ACM Press

Full text available: pdf(946.94 KB)   Additional Information: full citation, abstract, references, index terms

Over the past years, mobile agent technology has attracted considerable attention, and a significant body of literature has been published. To further develop mobile agent technology, reliability mechanisms such as fault tolerance and transaction support are required. This article aims at structuring the field of fault-tolerant and transactional mobile agent execution and thus at guiding the reader to understand the basic strengths and weaknesses of existing approaches. It starts with a discu ...

Keywords: ACID, Byzantine failures, agreement problem, asynchronous system, commit, crash failures, fault tolerance, malicious places, mobile agents, replication, security, transaction

19 The taser intrusion recovery system

Ashvin Goel, Kenneth Po, Kamran Farhadi, Zheng Li, Eyal de Lara

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available: pdf(346.32 KB)   Additional Information: full citation, abstract, references, index terms

Recovery from intrusions is typically a very time-consuming operation in current systems. At a time when the cost of human resources dominates the cost of computing resources, we argue that next generation systems should be built with automated intrusion recovery as a primary goal. In this paper, we describe the design of Taser, a system that helps in selectively recovering legitimate file-system data after an attack or local damage occurs. Taser reverts tainted, i.e. attack-dependent, file-syst ...

Keywords: file systems, intrusion analysis, intrusion recovery, snapshots

20 The WarpIV Simulation Kernel

Jeffrey S. Steinman

June 2005 **Proceedings of the 19th Workshop on Principles of Advanced and Distributed Simulation PADS '05**

Publisher: IEEE Computer Society

Full text available: pdf(1.28 MB)   Additional Information: full citation, abstract

This paper provides an overview of the WarpIV Simulation Kernel that was designed to be an initial implementation of the Standard Simulation Architecture (SSA). WarpIV is the next generation replacement for the Synchronous Parallel Environment for Emulation and Discrete Event Simulation (SPEEDES) framework that has supported a number of DoD simulation programs including MDWAR, EADTB, JSIMS, and others. This paper first provides a look back at the historical evolution of SPEEDES, the evolution of ...